

COCO PRO! SOLITAIRE

System Requirements:

Color Computer III with 128K of RAM
35 track single sided Floppy Disk Drive
RGB analog, Composite, or Monochrome Monitor, or TV.
OS9 Level II for the Color Computer III
Mouse or Joystick, (Keyboard mouse works fine!)

Support for:

Hard Disk Drive
256k, 512k, or 1 Meg of memory
GRFDRV patched for high speed graphics (fstgrf.ar, Darling)
Bruce Isted Microsoft or Logitech Serial Mouse Driver
High Resolution Joy Stick Adaptor
Different size or pattern cards
Mouse or Joystick, only one button used.
Multitasking under OS9.
Multiple games can be played at the same time.

CoCoPro Solitaire runs on a 640x192 four-color graphics screen, and consists of three files. "klondike" is the actual program and should be installed in the commands directory. "cardbuffs" and "bigcards" are graphics bitmap images and must be installed in the "/DD/SYS" directory. MultiView is NOT required, but can be used. Sound is not used when playing CoCoPro Solitaire.

To conserve memory, the program does not use an overlay window to preserve the screen from which it is invoked. Instead, it changes, if necessary, the window into a 640x192 graphics screen saving the type of screen, width, height, colors, and palette registers, and creates a "new" window when the program ends that has most of the same characteristics of the window from which it is invoked. Don't start the program from a terminal or VDG screen unless you redirect I/O to another GRFInt or WindInt window. Because of some minor bugs in the Tandy release of the windowing system, the screen you get back might not match what you left. Also, if you invoke the program from a screen that has multiple device windows, you may get a window of the same size and type on another screen.

On a 128K system, a smaller boot file must be made to free up enough RAM for the game to run. The following is a boot list for a 128K system:

OS9p2	Init	W	W1
IOMan	RBF	W2	W3
CC3Disk	DD	W4	W5
D0	D1	W6	W7
SCF	GrfInt	Clock	CC3Go
CC3IO	Term	(Term_win.dt, Window	Term descriptor)

CoCoPro Solitaire does not require that stdfonts, stdptrs, or stdpats_4 be loaded into memory. In fact, when running on a 128K machine they should not be loaded, to free up as much memory as possible. If stdptrs are not loaded into memory, CoCoPro Solitaire will load the first stdptrs graphic buffer in memory and it will remain there until explicitly removed using a command such as:

display 1B2A CA01

CoCoPro Solitaire will remove all of the Get/Put buffers it uses as it ends gracefully. However, the CTRL E, keyboard interrupt has not been disabled and so if used, will leave a lot of Get/Put buffers in memory. Also, if CTRL E is used, you may find yourself running a shell in a graphics window with no fonts loaded! (Lots of dots!)

Playing the Game

CoCoPro Solitaire uses traditional OS9 command line options to configure itself for the hardware you have, and for the mode of play you want. Here is the list of the command line options:

- j Use low resolution mouse/joystick. (Otherwise high is assumed.)
- k Play Klondike instead of regular Solitaire. (Otherwise regular)
- l Use left mouse/joystick port. (Otherwise, use right port.)
- m Using monochrome display monitor. (Otherwise, use RGB Analog.)
- c Using Color composite monitor or TV.
- b Use larger card images. (Otherwise, use smaller card images.)

Using the smaller card images will save 5088 bytes of memory when the game is running. Options can be grouped or seperated.

Examples:

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klondike (Play regular, RGB, highrez, right port)
klondike -k (Play Klondike, RGB, highrez, right port)
klondike -jl (Play regular, RGB, lowrez, left port)
klondike -mj (Play regular, Monochrome, lowrez, right port)
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CoCoPro Solitaire can be played under the MultiView Environment. AIF files must be written with command line options that are compatible with the MultiVue Environment file. It is recommended that two AIF files be written for MultiVue, one with the -k option set and the other without. This allows both Klondike and regular Solitaire to be played from within the MultiVue environment. If you do this, you must use separate icons or make a second copy of "klondike" under a different name in the command directory. Otherwise, the two AIF files will look identical.

How does one play Solitaire?

As the playing board comes up, there are seven columns of cards on the left of the screen. On the right, there are four places to set aces that are empty as the game begins. Beneath the copyright notice is the deck on the left and a space to pile cards from the deck on the right. On the lower right is the stop icon. Cards are selected by placing the cursor over them and clicking the first mouse button. The card selected will have its border changed from blue to red, (dark to light). This will henceforth be called "highlighted". Selecting a card that is facedown, will turn the card over and a second click will be required to highlight it. If one clicks on the deck, (when no other card is highlighted), three cards will be moved from the deck to the pile beside the deck, one at a time.

The objective of the game is to place all the cards, in order, and sorted by suit in the "ace piles". A card is moved when it is highlighted, and then placed by clicking on the destination. The cards are ordered:

Lowest - Ace, 2 thru 10, Jack, Queen, King - Highest

The movement of cards must conform to the following rules:

A card clicked on from the pile beside the deck, or a card clicked on from the seven columns, can be placed on an "ace pile" only if it matches the same suit and is one value higher than the card that is already on the "ace pile".

Aces can be placed on any empty "ace pile". A card clicked on from the pile beside the deck, can be placed on a card in one of the seven columns, only if it is the opposite color and is one value lower than the card that is bottommost in that column. Kings can be placed in any empty column.

A single card clicked on from the seven columns that is the lowest of two or more faceup cards in that column can only be placed on an "ace pile".

Stacks of faceup cards from the seven columns may be put on other cards in other columns. Stacks of two or more can only be moved to other columns if the card of the highest value is one less and opposite in color to the card of the lowest value in the other. A stack is highlighted by clicking on the exposed portion of the highest value faceup card. A stack that has a King as its highest faceup card may be placed in an empty column. Highlighting of a stack rather than a particular card is signified by surrounding the whole stack with a red box.

Clicking on the deck transfers 3 cards to the pile beside the deck. If there are less than three cards remaining in the deck, only the remainder will be transferred. If the deck is empty, then clicking on the empty spot will cause the deck to be turned over and you may start through the deck again.

In Klondike, only a single card is transferred from the deck to the pile beside it per click. This makes it easier to get a particular card. Klondike also has the limitation in that you can only turn the deck over once. Regular Solitaire allows you to turn over the deck as many times as you want.

If you want to quit, or have decided you can't win on this deal, click on the stop icon while no card is highlighted. A prompt will give you three choices, "Quit", "Deal", or "Continue". A choice is made by clicking on the red box below the desired selection. "Quit" leaves the program and gives control back to the calling program. "Deal" starts a new game. "Continue" will allow you to go back to where you were before you clicked on the stop icon.

Errors in play are handled by simply eliminating the highlight and ignoring the request to place a card illegally. No annoying bells sound to tell everyone else in the room that you tried to cheat. Cheating is not allowed, and all known ways to cheat will be ignored.

CoCoPRO! Solitaire was created by Kevin Foley.

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